

The Large Party - Party Games Page

Getting people of the world to have fun together

Party Games for Large Groups (more than 8 People)

<p>Dramatized Chinese Whispers</p>	<p>Specially suitable for teenagers</p> <p>Several people are taken out of the room. One is returned and while the others are entertained by an assistant is told to mime one of the following (or one of your own ideas)</p> <ul style="list-style-type: none">• Changing the nappies of twins• Bathing an elephant <p>Before they start, a second person is brought into the room and told to watch. When the first demonstration has been completed, the first person is allowed to retake their place and the second is told that they have to do what they have just seen. Again, before they start, the third person is brought in to see the demonstration. The games ends when the last person has done the mime, and is asked what they have just done.</p>
<p>NOT Dramatized Chinese Whispers</p>	<p>Specially suitable for teenagers</p> <p>This is a vindictive version of Dramatized Chinese Whispers. One person is taken out of the room and told to mime a duck landing on a frozen lake! Meanwhile, an assistant is telling the remainder of the party guests what they are about to see, and to guess anything else (to encourage the person to continue their mime). The victim is brought back to do their mime.</p> <p>When they have finished, the organizer gets everyone to 'guess' the right answer in unison. It may be appropriate to congratulate the victim with the words. "Well Done ... You certainly have been."</p>
<p>Musical Chairs</p>	<p>The old favourite. With one fewer chairs than people, a short snippet of music is played while the people move around the room. When the music stops</p>

	<p>everyone tries to sit on a vacant chair. (Only ONE person per chair) The person who doesn't find a chair is out. One chair is taken away and the game continues until only one person (The Winner) is left.</p>
Horses and Riders	<p>Specially suitable for teenagers</p> <p>Like Musical Chairs, but the young gentlemen are the horses and the young ladies are the riders. There is one fewer gentlemen than ladies. When the music stops, the ladies have to climb on the backs of the gentlemen. Again, the winners are the last complete couple.</p>
Guess the Picture	<p>A Good game to get people talking together at the start of the party</p> <p>Collect a set of pictures of your town / locality / personalities etc. and display them on the wall with a number. The guests have to identify them and write the name on a sheet of paper. The winner is the one with the highest score.</p>
Stations	<p>Everyone stands a circle (except one who is standing in the middle) and has been told to remember a different station name. The person in the middle calls out two names. The stations have to change places quickly, before the person in the middle can get to one of the empty spaces. Who ever is left without a place is the person in the middle for the next game.</p>
Who am I	<p>A Good game to get people talking together at the start of the party</p> <p>As they arrive each person has a piece of paper pinned to their back. The paper contains the name of a famous person. By asking questions which can only be answered with "Yes" or "No" such as "Am I still alive?", "Am I fictional?", etc. the person has to guess their name. Successful guessers may have another go.</p>
Bigamy	<p>One Gentleman takes three chairs arranges them in a large circle, along with all the other men. Each</p>

	<p>gentleman then collects two ladies and seats them in his chairs, one on his right side, and the other on his left. One lady is then removed. from the circle. The gentleman who now only has one wife, must now go steal one from another by winking, waving etc. But without letting her gentleman know. She must then dash to the empty ladies' chair and the gentleman return to his own place. If she makes it half way across the room before the previous gentleman stands up and catches up with her, she takes her place with her new gentleman, and her previous one now has to replace the missing wife.</p>
Mummies	<p>Split the party goes into teams of three and give each team a toilet roll. Two persons then wrap the third in the toilet roll so that they look like an Egyptian Mummy. The winning team is the one who in a set time (say 2 minutes) have the neatest and most covered Mummy.</p>
Fashion Designer	<p>This is like "Mummies" but instead of having toilet paper and having to wrap the 'victim' to look like a mummy, you give each team part of a (not ready pasted) wall-paper roll, and 12 safety pins and they have to make an 'outfit', in say 5 minutes. If you wish, you may specify "A dress", "Jacket and trousers", etc. (The paper may be pinned on the person's normal clothes, rather than having to make the 'outfit' and then they have to put it on.)</p>
Soldiers	<p>Take all the girls out of the room and tell them that the room has a line of soldiers who are willing to demonstrate their skills of quick and slow firing. Tell the boys to form a line (shoulder to shoulder) away from the door. (Optionally turn the lights down or out.) In turn, each girl is asked if she would like the demonstration of quick or slow firing. Having answered, the door is opened and she is pushed into the room, and her answer is shouted to the boys. If she opted for quick firing, the boys give her a quick kiss before pushing her onto the next in line, as quickly as possible. Slow firing allows the boys a longer kiss.</p>

Pass the Orange	<p>Arrange for teams of about 8 to stand in a line, one behind the other (arranged boy, girl, boy,...). Give each team an orange which the first person should tuck under his chin. This should be passed to the person behind. When the orange gets to the last person, they come to the front of the line and start again. The winning team is the first one which gets their starting person to the front again.</p>
Pass the Key	<p>You need two similar sized Very Large Keys (about 6 inches long), each tied to the end of a long length (60 feet or more) coarse string. The keys and string should have spent a few hours in the freezer immediately before being brought out. Line up two teams of about eight to ten. The key must be passed down trousers and dresses and skirts and the string will show the route followed. The winning team is the first to get everyone 'threaded'.</p>
Pass the <i>Anything</i>	<p>Arrange teams of players in lines and give the first person on each line a object to be passed in a given fashion. Suggestions include:-</p> <ul style="list-style-type: none"> • A stick of spaghetti. to be held in the mouth. (A variation is to break off a piece as you pass it.) • A credit card to be sucked to your lips. • A coin to be held between the first person's nose, and the next person's nose, while they walk around the back of the line and back to the front again. The first person goes to the back of the line, and the game continues, with a new 'next person'.
Guest at the Party	<p>Three people are taken out of the room and each is given a card describing a person (or personality or characteristic). A fourth person is nominated as "Host". One by one, the three guests enter the room portraying what is written on their card. The Host has to guess what was written on the card. The guests do not have to wait until the previous one has been identified before entering.</p> <p>Ideas include:-</p>

	<ul style="list-style-type: none"> • An Astronaut • James Pond (Spoof Secret Agent) • A Blue Peter Presenter • Harvey Smith (Show Jumper) • Dipsey (one of the Teletubbies) • A policeman going to the ball
<p>Honey, if you love me smile</p>	<p>Have all players except for one sit in a circle facing each other. The one who is not in the circle faces a player of the opposite sex and requests "Honey, if you love me smile." Aside from tickling, the player may do anything to make the person smile.</p> <p>After a while the chosen partner must reply "Honey, I love you but I just can't smile" without smiling.</p> <p>If the player chosen partner smiles while saying this, then they must give their place, and it becomes their turn to choose a partner.</p>
<p>Improvisation</p>	<p>Form teams of two. Each team is given an object to perform with, in as many creative ways as possible. E.g. A hoola-Hoop</p> <ul style="list-style-type: none"> • Hold it above your head and sing "Hark the Herald Angels sing" • Hold it in front of you and say "You get a good view of the Icebergs from this portthole" <p>Ideas for objects include:-</p> <ul style="list-style-type: none"> • Hoola Hoop • Malibu Board • Tennis Racket • Football • Lampshade
<p>Winking Murder</p>	<p>All except the detective sit in a circle while the detective waits outside. One person from the circle is elected to be the murderer, and then the Detective is called back to stand in the circle. When he is ready, the Murderer winks at people in the circle. Anyone who sees that they have been winked at lets out a blood-curdling scream and dies. The Detective has</p>

	three attempts to guess the murderer.
Pins	Game Instructions, this is a game for a large crowd of people to get them talking. Give each guest a pin and have them pin it on their shoulder. Instruct everyone they cannot use the words, yes or yea, etc. When they do, the person they said this to gets their pin(s). the person then adds the pin(s) to their other pin(s), the person with ALL the pins at the end of the evening wins (an elastoplast).
Ducky Ducky	Everyone sits in a circle except one who is given a pillow and blind-fold. They then go and place the pillow on a persons lap, sit on it and say ducky ducky. The person should say"quack quack" this can be done only 3 times. If the blind person guesses the name the person, they should now be given the blind fold and the game run over again - after everyone has changed their places.